

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1. (Currently Amended)

A method of configuring a graphical user interface for use in a casino gaming environment comprising:

generating a graphical representation of a gaming system which exists in ~~the a-physical~~ casino gaming environment, said graphical representation including elements graphically representing one or more components of said gaming system;

displaying at least a portion of said graphical representation in a window of said graphical user interface on a display device for allowing a user viewing the display device to understand a performance of one or more of the components of the gaming system within a context of the ~~physical~~ casino gaming environment in which it resides, said at least a portion of said graphical representation including one or more displayed elements, wherein a least a portion of said elements are displayed in positions relative to one another corresponding to by scaling from relative actual positions of said components of said gaming system relative to one another in said physical-an actual casino environment which said elements represent and wherein at least the portion of said elements are displayed in sizes relative to one another corresponding to by scaling from relative actual sizes of said components of said gaming system relative to one another in an actual casino said-physical environment which said elements represent;

accepting selection of one or more of said displayed elements;

generating information regarding the one or more components of said gaming system represented by said selected displayed elements of said graphical representation; and displaying at least a portion of said generated information.

2. (Currently Amended)

The method in accordance with claim 1 wherein said graphical representation includes a representation of at least a portion of the ~~physical~~ the casino gaming environment in which one or more of said components of said gaming system are located wherein said graphical representation of the ~~physical~~ casino gaming environment ~~including~~ includes one or more displayed environmental elements of the ~~physical~~ casino gaming environment, wherein at least a portion of said environmental elements are displayed in positions relative to one another and relative to the components of the gaming system corresponding by scaling from to relative actual positions of said environmental elements and the ~~relative actual~~ positions of said components of the gaming system relative to one another in the physical environment an actual casino and wherein at least the portion of said environmental elements are displayed in sizes relative to one another and relative to the components of the gaming system corresponding by scaling from actual to relative sizes of said environmental elements and ~~to the relative actual~~ sizes of the components of said gaming system relative to one another in said actual casino physical environment which said environmental elements represent.

3. (Currently Amended)

The method in accordance with claim 2 including the step of displaying said elements relative to the representation of said represented casino gaming physical environment.

4. (Original)

The method in accordance with claim 1 including the step of generating an information window and displaying said at least a portion of said generated information in said window.

5. (Original)

The method in accordance with claim 1 including the step of retrieving information regarding the one or more components of said gaming system represented by said selected displayed elements of said graphical user interface from a remote location.

6. (Original)

The method in accordance with claim 5 wherein said remote location comprises a component of said gaming system.

7. (Original)

The method in accordance with claim 1 including the step of displaying a menu and at least one navigation element.

8. (Original)

The method in accordance with claim 1 including the step of configuring at least one of said displayed elements as an application initiating element.

9. (Original)

The method in accordance with claim 1 including the step of configuring at least one of said displayed elements as a container element.

10. (Original)

The method in accordance with claim 1 wherein one or more of said components of said gaming system comprise gaming machines and one or more elements comprise representations of said gaming machines.

11. (Original)

The method in accordance with claim 1 wherein said step of generating information comprises collecting image information from one or more cameras.

12. (Original)

The method in accordance with claim 1 including the step of accepting navigation input and displaying a new portion of said graphical representation.

13. (Currently Amended)

A system for displaying information regarding a gaming system, said gaming system including gaming system devices, comprising:

an information host, said host including a display adapted to display graphical information;

a communication link permitting information to be transmitted between said information host and at least one gaming system device of said gaming system which exists in a physical casino gaming environment; and

a graphical user interface for allowing a user of the graphical interface to understand a performance of at least one component of the gaming system within a context of the physical casino gaming environment in which it resides, said graphical user interface displayable on said display and comprising a main window and a display area in which a graphical representation of at least a portion of a the casino gaming environment may be displayed in a virtual gaming system format wherein the casino gaming environment comprises at least components of said gaming system, components of ~~a physical environment~~ the casino gaming environment in which the gaming system resides or combinations thereof and wherein the virtual gaming system format comprises a graphical representation of the components in the gaming environment

including one or more displayed elements, wherein at least a portion of said elements are displayed in positions relative to one another corresponding to by scaling from relative actual positions of said components relative to one another in the physical environment an actual casino which said elements represent and said portion of elements displayed in sizes relative to one another corresponding to by scaling from relative actual sizes of said components relative to one another in the physical environment an actual casino which said elements represent;

means for accepting selection of at least one element displayed in said display area corresponding to a physical gaming system device of said gaming system; and

means for displaying information regarding said physical gaming system device.

14. (Original)

The system in accordance with claim 13 wherein said graphical user interface includes a menu.

15. (Original)

The system in accordance with claim 13 wherein said graphical user interface includes at least one navigation selectable element.

16. (Original)

The system in accordance with claim 13 including means for generating said graphical user interface.

17. (Original)

The system in accordance with claim 13 including means for generating said graphical representation.

18. (Original)

The system in accordance with claim 13 including at least one camera adapted to provide visual information regarding a portion of said gaming system and means for displaying at least a portion of said visual information in response to a selection of an element.

19. (Original)

The system in accordance with claim 13 wherein said gaming system includes at least one server including information regarding a player tracking function and a communication link between said information host and said at least one server

20. (Currently Amended)

The method of claim ~~of claim~~ 1, further comprising:

wherein the relative positions and the relative sizes are defined in three dimensions.

21. (New)

The method of claim 1, further comprising:

displaying graphical representations of players playing components of the gaming system.

22. (New)

The method of claim 1, wherein the graphical representation of the player is displayed when a particular gaming component is being used.

23. (New)

The method of claim 1, further comprising:

after accepting selection of one or more of said displayed elements, receiving one or more input signals for moving the selected element from a first position to a second position in the window of said graphical user interface; and

repositioning the selected element in the window of said graphical user interface.